	I claim:
1	1 A method for placing products in moving media, comprising the step of
2	inserting an identifiable representation of a product item in the moving medium.
1	2. A method for placing products in moving media as in claim 1, wherein
2	said inserting step comprises editing the moving medium by at least one of
3	paint, montage and animation operations.
	/
1	3. A method for placing products in moving media as in claim 1, wherein
2	said inserting step comprises an instantiation of the product item as an object in
3	the moving medium.
1	Moving media containing a placed product item, comprising
2	source moving medium to which an identifiable representation of the product
3	item has been added after production of the content of the moving medium.
1	Moving media containing a placed product item, comprising
2	source moving medium in which, after production of the content of the moving
3	medium, the representation of an item in the moving medium content is replaced by an
4	identifiable representation of the product item.
	and the state of t
1	6 A method of selling the placement of products in moving media content
2	released over time, comprising
3	dividing the time over which the content is released into a plurality of time
4	slots;
5	selling the placement of a product in the content by time slot; and
6	placing the product into the content released in the time slot for which the
7	product placement was sold.
٠	
1	A method of selling the placement of products in moving media content
2	released in a plurality of geographic areas, comprising

3	producing different versions of the content for different geographic areas;
4	selling the placement of a product in the content by geographic area; and
5	placing the product into the geographic version for which the product
6	placement was sold.
1	A method of selling the placement of products in moving media content distributed in a plurality of channels, comprising
2	distributed in a plurality of channels, comprising
3	producing different versions of the content for different channels;
4	selling the placement of a product in the content by distribution channel; and
5	placing the product into the channel version for which the product placement
6	was sold.

Orgil

(g)